BATMAN™
A LEGEND HAS RETURNED.

BRUCE WAYNE™: The multi-millionaire head of the Wayne Foundation is an unassuming, quiet type of guy. However, when night falls and evil stalks the streets he daytime persona and becomes the masked vigilante of GOTHAM CITY™...BATMAN!

Crusading against crime from the rooftops of the sickened city, his objective becomes the elimination of Gus Grissom's criminal empire. In particular, the conqueror of JACK NAPIER™, the psychotic second-in-command.

Napier was the most cunning and sadistic force in Gotham anyway, but when an accident befell him, twisting him both physically and mentally, he became the ultimate criminal...THE JOKER™.

You control BATMAN™ in five different scenarios as he is pitted against his malevolent nemesis in the life or death struggle of good against evil.

THE ULTIMATE MOVIE INSPIRES THE ULTIMATE GAME...PLAY BATMAN.

LOADING

ATARI ST
Switch on the power to the computer and drive then insert disk one in drive one. This programme will load automatically. Follow on screen instructions.
NOTE: If you have two disk drives, insert Disk 1 in drive 1 and Disk 2 in Drive 2

AMIGA
Insert Disk 1 into drive A then turn the computer on. Follow on screen instructions.
NOTE: If you have two disk drives, insert Disk 1 in drive 1 and Disk 2 in Drive 2

CONTROLS
The game is controlled by joystick (port 2)

Keys
F1   PAUSE ON/OFF
ESC   ABORT GAME (DURING PAUSE)

JOYSTICK

Section 1 and 5

FIRE - THROW BATARANG™

WITH FIRE BUTTON PRESSED

Section 2 — BATMOBILE™
Joystick moves BATMOBILE in corresponding directions
FIRE: Releases 'batrope' (for turning corners)

SECTION 3 — BATCAVE™ & Chemical Analysis
Move the joystick left or right to select a cosmetic and press fire to enter it into the combination

SECTION 4 — BATWING™

STATUS AND SCORING
The panel shows players' score, lives, time and BATMAN energy. BATMAN's face represents full energy, THE JOKER's face represents no energy. When THE JOKER's face is fully visible then BATMAN will lose a life. If time runs out on any level BATMAN will lose a life.
A bonus will be awarded for completing each level.
The score is achieved on each level as follows:

LEVELS 1 AND 5
Shooting THE JOKER's henchman
Jumping on top of or swinging into THE JOKER
Shooting JACK NAPIER (LVL.1)
Shooting THE JOKER (LEVEL 5)

LEVEL 2
Points are awarded by progressing further along the road. A bonus is awarded on reaching the BATCAVE based on the amount of time remaining.

LEVEL 3
The score is based on the amount of time taken to find the correct combination

LEVEL 4
Points are awarded for every balloon you cut free
ENERGY IS REDUCED AS FOLLOWS:

LEVELS 1 AND 5
Running into THE JOKER's henchman
Standing under acid drops or in the way of bursts of gas from pipes.
Falling down too far
Swinging on the rope into a wall
Being hit by bullets and grenades
Walking on spiked floors.

LEVEL 2
Hitting other cars

LEVEL 4
Hitting balloons instead of cutting ropes.
Allowing balloons to burst if you do not cut the ropes.

GAMEPLAY

Section 1 - Axis Chemical Plant
As BRUCE WAYNE, you overhear Commissioner Gordon telling the Mayor of an attack on the Axis Chemical Plant by JACK NAPIER and his henchmen. Acting swiftly, you don your black costume and make your way to the scene.
Once inside the factory, you must move towards the exit (and Napier) on the far right of the map. You will meet assorted criminals along the way, some of whom will attack you physically, some will shoot at you and some will throw grenades. Avoid, also, leaking chemical droplets and gas bursts at various points on your route. You can sustain a limited amount of hits as your body armour affords a certain degree of protection, but your energy can get depleted quite rapidly if you do not try to defend yourself.
Use the BATARANG to throw at your attackers, and your 'batrope' to access levels above, by shooting a grapnel device from your belt and reeling yourself up.
On the final screen of this level, you will confront Napier himself. If you defeat him, he will fall into a vat of toxic chemicals which will disfigure his appearance and mind. You have created THE JOKER!

Section 2 - The Streets of GOTHAM CITY (1)
Having received news from the clutches of THE JOKER in the Flugelheim Museum you must make good your escape in the BATMOBILE.
Racing at high speeds through the streets of GOTHAM CITY, you must avoid both THE JOKER's allies who have set up road blocks, as they are still out and about of the tax you are on.
Your BATMOBILE is equipped with a sophisticated radar which will indicate the direction you must follow in order to escape safely. If you do not maintain a high speed, THE JOKER will catch you up and inflict damage upon the BATMOBILE as will any collisions with other cars.
The BATMOBILE is also equipped with a rope and grapnel. If, whilst travelling a high speeds, you wish to make a fast turn, shoot the grapnel out at a lamppost on the street corner; if timed correctly, this will perform the turn at your fastest speed loss.

Section 3 - The BATCAVE
The JOKER has invented a compound, 'Smilex' which, on contact, will kill its victims, leaving a deathly rictus grin on their faces. THE JOKER has 'spiked' certain everyday consumables with elements from this compound which, when mixed together, form Smilex.
Using the powerful computer in your BATCAVE, you must, in the time given, ascertain which three objects contain those elements. As you select any three, the display will indicate how many of those you have chosen correctly. You must, by process of elimination select the exact trio of elements before the time runs out.

Section 4 - The Streets of GOTHAM CITY (2)
THE JOKER's deadliest scheme is now taking place at midnight on the Streets of GOTHAM CITY. By promising massive handfuls of money to the people of Gotham the streets are packed with masses of unsuspecting citizens. However, all is not as it seems, for the carnival type parade contains a sinister secret.
Inside the dozens of bright balloons is enough Smilex gas to kill the entire population of GOTHAM CITY™. These balloons are about to be leaked.
You must arm the BATWING and must cut through the massive ropes of the balloon's with the wings of the flying craft. If you miss any of them, they will self-destruct, sending clouds of gas into the crowds, similarly if you miss the rope and hit the balloon itself, the same will occur. If, however, you slice the rope, the balloon will float harmlessly away where the gas will dissipate into the atmosphere.

Section 5 - The Cathedral
Pursuing THE JOKER to Gotham Cathedral, you must negotiate the crumbling floors and avoid the rabid rats in order to confront, finally, THE JOKER on the roof. As in the Chemical Factory, you must use your BATARANG and 'batrope' to achieve this aim.
On the rooftop, you must defeat THE JOKER or he will make his escape by helicopter and bring GOTHAM CITY to its knees.

HINTS AND TIPS

LEVELS 1 AND 5
Master control of the 'batrope'.
Work out a quick route to the exit.
Shoot on sight.

LEVEL 2
Don't bump into other cars.
Be as quick as possible.
When the screen indicates a turn is ahead try and move to the side of the road.

LEVEL 3
Use your brain.
Be quick (you've only got one minute).

LEVEL 4
Cut ropes cleanly.
Don't hit the balloons.
Avoid the ground on hills.

ATARI ST
CBM AMIGA

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CREDITS

BATWING AND CATHEDRAL SECTIONS
Programming — Jon O'Brien
Graphics — William Harbison, John Palmer

CHEMICAL FACTORY AND CHURCH SECTIONS
Programming — Mike Lamb
Graphics — Dean Drake/Robert Hemphill

BATCAVE SECTION
Programming — Ron Smart
Graphics — John Palmer
Music by Jonathan Dunn

BATMAN

BATMAN™
LA LÉGENDE EST DE RETOUR

CHARGEMENT
ATARI ST

AMIGA

COMMANDES
CLAVIER

LEVIER
SECTIONS 1 ET 5

AVEC BOUTON FEU ENFONCÉ

SECTION 2 – BATMOBILE™

SECTION 3 – ANALYSE CHIMIQUE – BATCAVE™
SECTION 1 – BATCAVE™

LE JEU
Section 1 – Usine Chimique de l'Axe

Section 2 – Les Rues de GOTHAM CITY (1)

STATUT ET SCORE

NIVEAU 1

NIVEAU 2

NIVEAU 3

NIVEAU 1 et 5

Section 3 – La BATCAVE

Section 4 – Les Rues de GOTHAM CITY (2)

Section 5 – La Cathédrale

CONSEILS UTILES
NIVEAUX 1 ET 5   **NIVEAU 3**   **NIVEAU 2**   **NIVEAU 4**

BATMAN

GÉNÉRIQUE

BATMAN™
EINE LEGENDE IST ZURÜCKGEKEHRT

LADEANWEISUNGEN
ATARI ST

AMIGA

STEUERUNG
Abschnitt 1 und 5

FEUER – BATARANG™ WERFEN

FEUERKNOPF GEDRÜCKT

Abschnitt 2 – BATMOBIL™

Abschnitt 3 – BATWING™ chemische Analyse
Abschnitt 1 – BATWING™

ANZEIGEN und PUNKTEWERTUNG

Abschnitt 1 und 5

Abschnitt 2

Abschnitt 3

Abschnitt 4

Abschnitt 5

DAS SPIEL
Abschnitt 1 – Axis Chemical Plant

Abschnitt 2 – Die Straßen von GOTHAM CITY (1)

Abschnitt 3 – Das BATCAVE

Abschnitt 4 – Die Straßen von GOTHAM CITY (2)

Abschnitt 5 – Die Kathedrale

TIPS und TRICKS
Abschnitt 1 und 5   **Abschnitt 3**   **Abschnitt 2**

BATMAN

DANKSAGUNGEN